


 XBOX 360



ENEMY FRONT



 CRYENGINE™

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WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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Game Controls

Xbox 360 Controller



Main Menu

From the Main Menu you can start a new game, continue from a save, start a multiplayer game or configure the game settings.

Single Player — this option allows you to play a single player game.

Multiplayer — this option allows you to play a multiplayer game.

Options — allows you to change the game settings.

Credits — choosing this option will display the game developers.

Extras — this option allows you to view your status for single player campaign (secrets, statistics etc.)

Downloadable Content — this option allows you to check available DLC's for the game.

Interface



1. Visibility Indicator — shows if the player has been spotted by an Enemy and from which direction and how much time is left for a player to be spotted.
2. Position Icon (stance) — shows the player's position. A player can stand, crouch or lie.
3. Energy — shows how much energy the player has left.
4. Medkit — shows how many healing syringes the player has left.
5. Ammunition Counter — shows how much ammunition is left for a currently used weapon and the number of grenades.

6. Mini Map — shows your position, as well as the position of your allies and enemies.
7. Interaction Icon — is displayed when a player can interact with an object on the screen; for example picking up a weapon, climbing a ladder or planting an explosive.
8. Wind Sensor — shows the strength and direction of the wind.
9. Hit Indicator — the red dot visible when looking through a scope of a sniper rifle shows the hit spot of a bullet. Its position is based on the strength of the wind and the distance. On the highest difficulty level this element is not available.

Multiplayer



1. Transmitter and Aerial - 2 points that have to be connected by overtaking radio repeaters to start transmission.
2. Transmission progress bar - Shows team transmission progress.
3. Capuring point progress bar - Shows radio repeater overtaking progress.
4. Radio repeater (marker) - shows the Radio repeater locations
5. Timer — shows the time to the end of a round.
6. Points Counter — shows the actual score.

Limited Warranty

CI Games S.A. guarantees to the original purchaser of this computer software product that the disc supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty disc should be returned to CI Games S.A. at the below address, along with dated receipt, location of purchase, a statement describing the fault, and all original packaging.

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CI Games S.A. is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customer.

Technical Support

Support can be found online by visiting our web site at:

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